



Agents of Change: Time Travel RPG Notecard Edition

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This game is designed for two players. One player is the GM who will create the missions for the agent, and the other being the time traveler. As an Agent of Change, you are given the unique opportunity to go into the past by jumping into someone from that period, so you decide to make things better.

Write a 6 on your sheet. This is your starting Chronos, a measure of your ability to exert influence and shape time.

When play begins, the Time-Master will describe a time period, such as the height of the French Revolution and who you have jumped into. From there, the Time-Master will narrate decision points and how things will go for the people around you. To change how things play out, you can spend a point of Chronos. Once all 6 points of Chronos are spent, your connection to the past is severed and the GM narrates how your changes have affected the life you entered and the lives of those around them.

Tips: The GM is encouraged to create sympathetic situations and characters during the intro to make decisions more meaningful.